CLE 076

Introduction to Agile Software Acquisition

Course Terminal Learning Objective (TLO)

Department of Defense agile development efforts are successful because students of this course participate effectively in their execution.

Course Modules (Topics)

1-Introduction

2-Motivation for Agile Software Development

3-Basic Agile Concepts

4-Effects of Agile on Program Planning and Execution

5-Effects of Agile on Systems and Software Engineering

6-Effects of Agile on Pre-contract award

7-Effects of Agile on Post-contract award

8-Enabling an Agile Acquisition Culture

9-Summary

Course Attributes

- Online DL
- Course Length: 4-5 Hours
- Module Length: 30 +/- 10 minutes
- Schedule:
  - RRR (14 JAN 16)
  - FIPT Review (23 FEB 16)
  - PDR (03 MAR 16)
  - CDR (10 MAY 16)
  - PDR1 (30 AUG 16)
  - PDR2 (08 NOV 16)
  - DRR (10 JAN 17)

ELO mapping to course modules

Course Module	ELO(s)

Development Team Contacts

Role	Name	Module Assignment	Phone	Email
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#-Module Topic Name

Module TLO:

Subtopics

- #- Subtopic title
- #- Subtopic title
- #- Subtopic title
- #- Subtopic title

ELO

- ELO # - ELO description
- ELO # - ELO description
- ELO # - ELO description

ELO Mapping to Sub-topics

Subtopic	ELO(s)

Subtopic: “Subtopic title”

- Add new content slides as necessary for each subtopic